



FALDO CHAMPIONSHIP COURSE

HOLE/PAR BREAKDOWN

HOLE 1 - PAR 4 - YARDAGE 369

HOLE 10 - PAR 4 - YARDAGE 351

HOLE 2 - PAR 4 - YARDAGE 392

HOLE 11 - PAR 4 - YARDAGE 447

HOLE 3 - PAR 3 - YARDAGE 203

HOLE 12 - PAR 4 - YARDAGE 481

HOLE 4 - PAR 5 - YARDAGE 566

HOLE 13 - PAR 3 - YARDAGE 213

HOLE 5 - PAR 3 - YARDAGE 215

HOLE 14 - PAR 5 - YARDAGE 642

HOLE 6 - PAR 5 - YARDAGE 568

HOLE 15 - PAR 3 - YARDAGE 171

HOLE 7 - PAR 4 - YARDAGE 385

HOLE 16 - PAR 5 - YARDAGE 590

HOLE 8 - PAR 4 - YARDAGE 470

HOLE 17 - PAR 4 - YARDAGE 348

HOLE 9 - PAR 5 - YARDAGE 626

HOLE 18 - PAR 3 - YARDAGE 224

FRONT NINE - PAR 37 YARDAGE - 3,794

BACK NINE - PAR 35 YARDAGE - 3,467

TOTAL PAR FOR 18 HOLES = 72 TOTAL YARDAGE = 7,261



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HOLE BY HOLE DESCRIPTION

HOLE 1 - IMLEACH

An enticing opening Hole which will demand attention being focussed away from the alluring setting alongside Castle Hume Lough, to the job in hand. A measured drive to the contoured fairway will leave a medium iron shot to the Green, with anything short requiring a deft touch. Not a hole to be too far right on if a watery start is to be avoided!

HOLE 2 - FOREST DRIVE

Playing from the very edge of the Lough this undulating dog leg right Par 4 will require a well executed shot to the rising fairway, ensuring enough distance to get a view of the Green. The approach shot needs to be exact or the penalty will be a recovery shot from the surrounding Trees.

HOLE 3 - MONEA PASS

This Par 3 set amongst majestic trees may look simple enough from the Tee, but beware the effect of wind which can make the angled Green a tough to hit target. The marsh areas to the right of the Green await any under clubbed shots and the Green contours will require careful judgement.

HOLE 4 - MAGHERABOY

A long par 5 back towards the Hotel and with the prevailing wind at your back the temptation is to 'go for it'. A marsh to the right and dense woodland to the left await any such carelessness! Avoid also the right hand fairway bunker and you will be rewarded with an approach into the Green, which falls away front to back... not a shot to be hit too long or Castle Hume Lough will have claimed another victim.

HOLE 5 - DOVECOTE CARRY

The only 'forced carry' over water, this adrenalin producing Par 3 demands a well struck shot into the large receptive Green if Par is to be had- anything with insufficient air time will need to be replayed.

HOLE 6 - COLLOP RISE

The view from the Tee makes you feel that you are on the roof of Fermanagh - exhilarating 360 degree scenery that is worth pausing for. The Par 5 that lies ahead will need 3 well thought out shots to reach the raised Green, which is amply protected by sand, and the subtle contours of which will require careful judgement.

HOLE 7 - DEVENISH DROP

The temptation here is to cut off too much and find the reed beds and water of Lower Lough Erne. From the raised Teeing area the shot most likely to be rewarded is the play toward the fairway bunker with a hint of fade which will leave a short approach to the Green. Anything short will leave a tricky recovery from a swale and anything left, a scary downhill pitch to the putting surface.

HOLE 8 - SADDLEBACK

A tough Par 4 requiring two perfectly struck shots to reach the Green in regulation. The approach is particularly demanding and a visit to the sand needs to be avoided. Any shot right of the target is likely to result in a lost ball. Par on this hole should be coveted.

HOLE 9 - HALFWAY HOUSE

An exacting and thorough test of ball striking this majestic par 5 could be the ultimate round maker or breaker. Perfect centre of fairway position from the drive leaves the decision to be made- go for it or layup. Those not making the safe haven of the wickedly angled Green will become acquainted with the Lough and most likely a big score, whilst those laying up will be left with a short but knee knocking approach into a slim Green. Don't let the delights of the Bothy style Halfway House distract you too much!

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HOLE BY HOLE DESCRIPTION CONT.

HOLE 10 - EMERALD ISLE

There are some Golf Holes that need few words to describe them. This Par 4 may be modest in length, but is huge in its impact- scenic, awesome, beguiling, dramatic and then there is the Golf. Whatever your score this hole will last in your memory forever.

HOLE 11 - STANDING STONE

A testing par 4 played through a wide valley like fairway, leaving a deceptive downhill shot into the Green. Whilst there is margin for error on the drive no such luxury exists with the second shot. Anything big or right will mean a soggy end in the deep marsh.

HOLE 12 - CUILCEACH

Don't let the carry over the marsh disturb you, as a well struck drive will find a wide fairway and good position for the approach shot, although shots right will leave you hunting through dense woodland for your ball. Smallish Green demands accuracy, if trouble is to be avoided.

HOLE 13 - EDERLOUGH

This medium length Par 3 is uphill and into the wind, therefore club selection is critical - anything short or right makes par doubtful. Trust in your swing and the large Green makes success a possibility.

HOLE 14 - FADA

The longest hole on the Course requires true hitting, strategy and nerve. Make it to the top of the crest and all is revealed - be sure that the next shot stays out of the marsh to the right and a memorable par should be in sight.

HOLE 15 - WALLED GARDEN

Club it correctly, putt like a magician and you can enjoy the view. If not, then this uphill Par 3 protected at the front by a deep bunker and with a ridge running through the Green, could make this a Hamlet moment!

HOLE 16 - FALDO TURN

The full, jaw dropping beauty of Castle Hume Lough and the Resort, are the perfect setting for this dramatic and enticing Par 5. Keep it on the short stuff and away from sand, Trees and water and par may be attainable - if not, just enjoy the scenery.

HOLE 17 - LOUGH & LEGEND

The classic risk/reward hole, not overly long, but again water awaits the errant shot. A relatively short approach to a Green with the Lough front, right and rear will test the nerves of all.

HOLE 18 - CYGNETS REST

Don't let the Par 3 finish fool you- it can play anywhere from a 6 iron to a full bodied driver into the prevailing wind and the huge, undulating Green, can be home to some devious pin positions. Water on the right awaits the rash, whilst the left is suitably guarded by a deep bunker... Par 3 it may be, a pushover it isn't.